

GAME BOY ADVANCE

AGB-BZ5E-USA



FINAL FANTASY V

ADVANCE

INSTRUCTION BOOKLET

SQUARE ENIX™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit
www.nintendo.com/community.

If you prefer to use your phone, recorded tips for some of our hottest games are available on our Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



PROLOGUE

Fire, Water, Wind, and Earth. Peace and prosperity reign thanks to the power of these four crystals.

However...that power is nearing its limit. Not far off is the day when the wind slows, the water stills, and the earth trembles and quakes...

Yet everyone remains blissfully unaware, and the grave secret hidden within the crystals remains untold...



CONTENTS

Characters	6
Basic Controls.....	8
Getting Started.....	10
The Adventure Begins.....	12
Around the World	13
Main Menu	16
Menu Commands.....	18
Battle View.....	24
Battle Commands	26
Jobs and Abilities	30
Job List.....	34
Spell List	42

CHARACTERS

An introduction to the characters appearing in FINAL FANTASY V Advance.



BARTZ KLAUSER

An orphaned young man who travels the world with Boko, his chocobo companion. Though sometimes blunt, Bartz possesses a sense of justice that won't allow him to abandon those in need. Having studied with his late father, Bartz's skills with a blade are nothing to laugh at.

LENNA CHARLOTTE TYCOON

The kind and gentle-hearted princess of Tycoon. She searches for her father, last seen on his way to the Wind Shrine. Unable to save her sick mother's life, Lenna now sometimes acts recklessly to protect those around her.





GALUF DOE

An old man with a serious case of amnesia, Galuf's past is a mystery.

- ✦ However, his seasoned swordsmanship and lordly presence hint at a history as a proud warrior. Upbeat and outspoken, Galuf always has words of encouragement for the rest of the group.



FARIS SCHERWIZ

The captain of an unruly yet loyal band of pirates. A fierce and focused fighter, once Faris' sights are set on something, the pirate's soul will stop at nothing to have it. Despite being young, Faris easily commands the respect of others.

BASIC CONTROLS

Below are basic controls for
FINAL FANTASY V.

L BUTTON

- ◆ Switch pages – Available in menus where the L and R Buttons appear at the edges of the screen
- ◆ Switch characters with the L and R Buttons while in menus

L		Bartz		Status		R	
		Knight					
		LV 1- 16/ 30					
LV	7	Current EXP:		586			
HP	172/ 172	For next level:		13			
MP	26/ 26	Abilities learned:		1			

+ CONTROL PAD

- ◆ Move character
- ◆ Move cursor

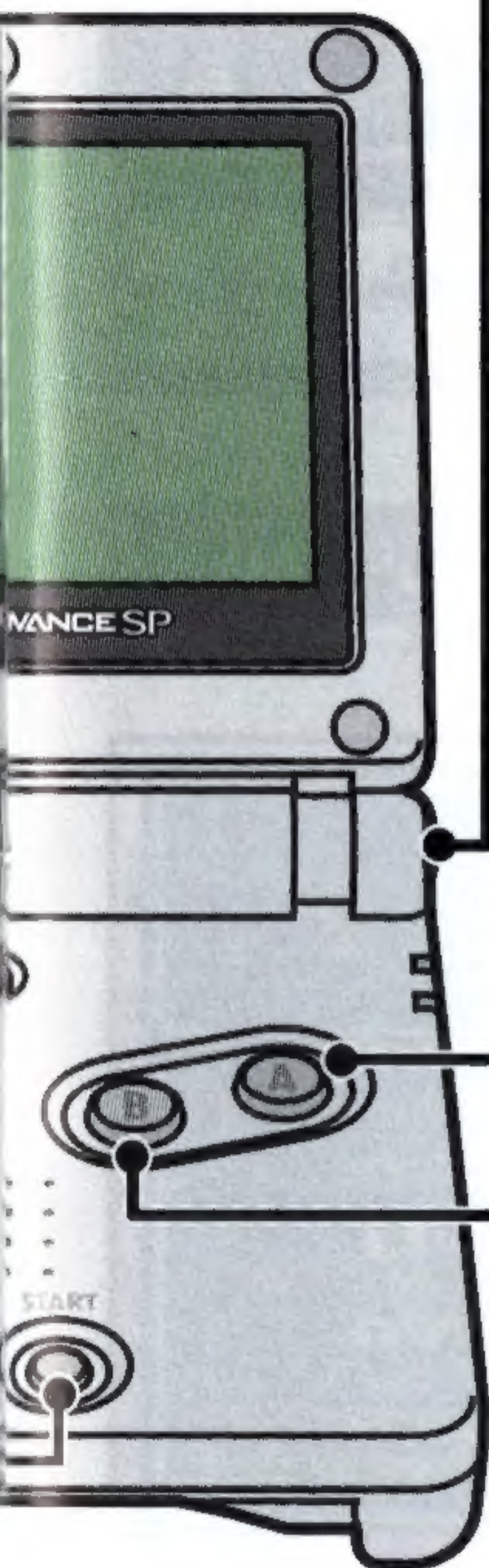
16/ 20	Equip
4/ 124	Status
3/ 53	Config
	Quicksave
	Save
4/ 15	
8/ 188	Shipwreck
0/ 00	

START

- ◆ Open main menu
- ◆ Pause/Resume battle



To return to the title screen, press and hold the A Button + B Button + START + SELECT.



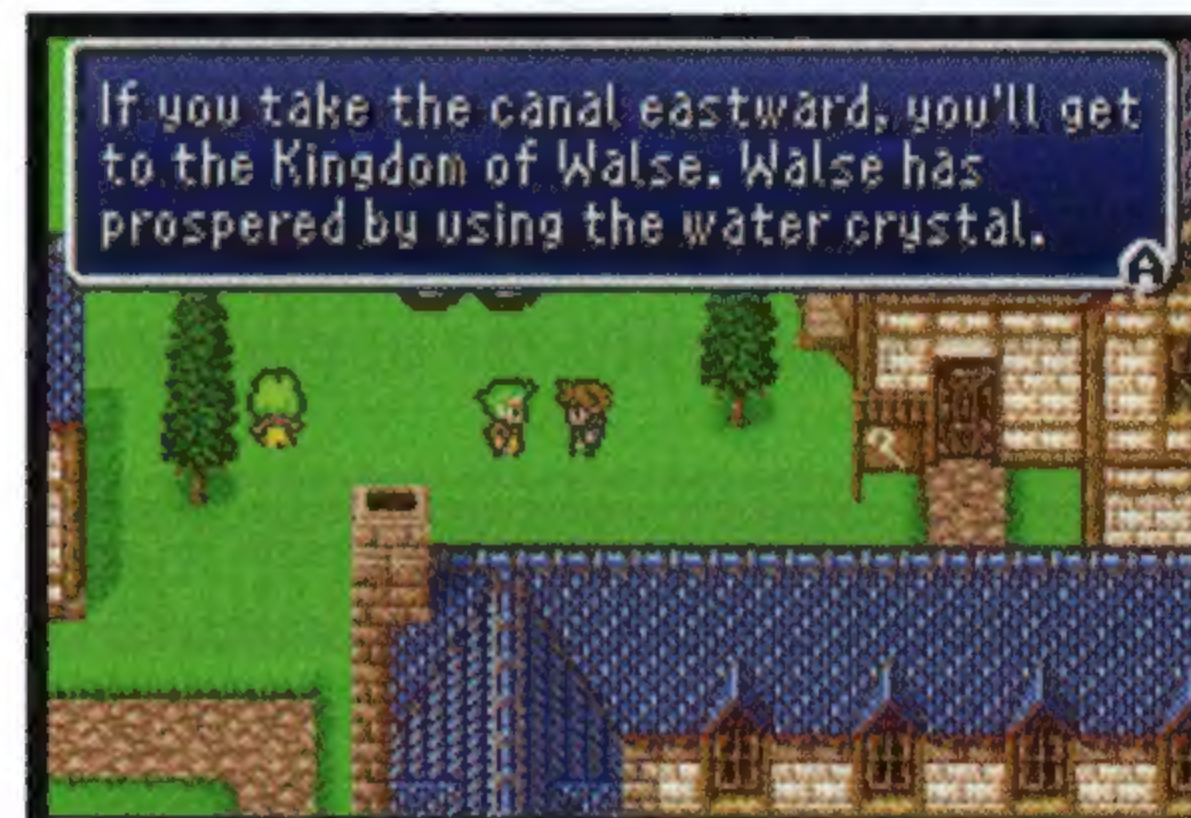
R BUTTON

- ◆ Switch pages – Available in menus where the L and R Buttons appear at the edges of the screen
- ◆ Display the world map

A BUTTON

- ◆ Confirm
- ◆ Talk
- ◆ Examine
- ◆ Board/Disembark transportation, such as a chocobo

The A Button is the main action button in the game.



B BUTTON

- ◆ Cancel
- ◆ Press and hold to move faster in towns and dungeons

Press and hold the L Button and R Button during battle to flee.

GETTING STARTED

How to start a game and save your progress.

Starting the Game

After an introductory scene, the title screen will appear. Select New Game to play from the beginning, or continue a quest by selecting Load Game. Selecting Extra allows you to check the Bestiary or use the music player.



Starting a New Quest

After a few minutes of play, you will be prompted to enter a name for your main character.

Name Entry Controls

- +Control Pad – Move cursor
- A Button – Enter letter
- B Button – Backspace
- L Button / R Button – Toggle upper or lowercase letters
- START – Confirm name and exit menu
- SELECT – Enter the default name “Bartz”



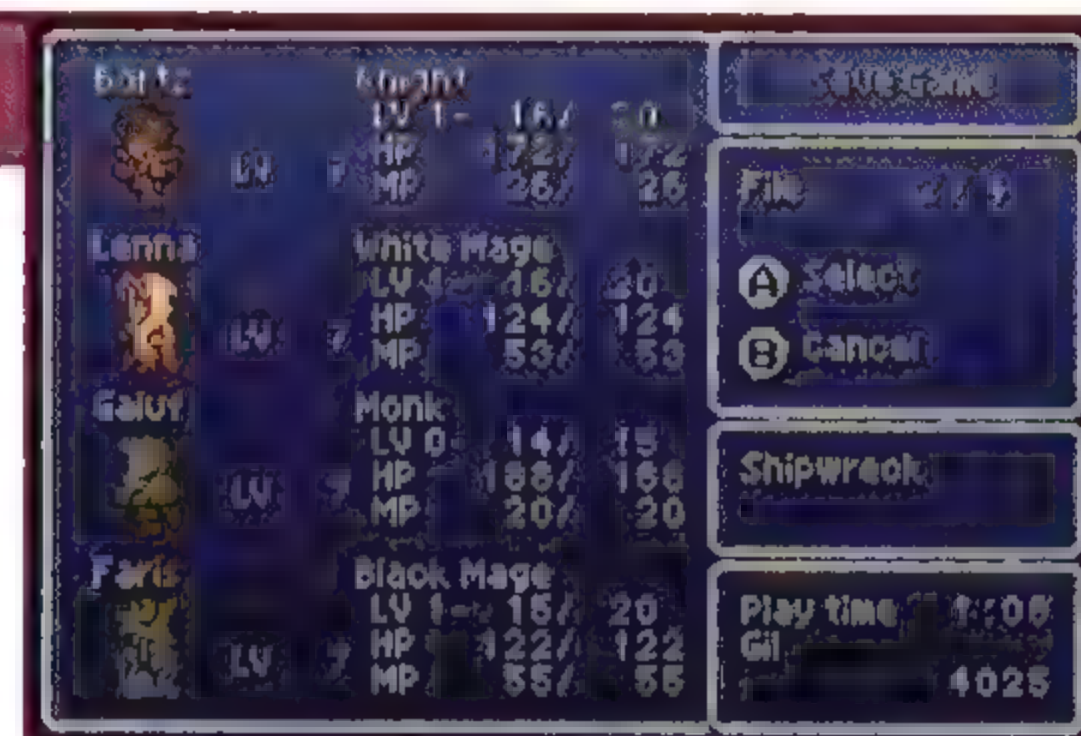
Continuing a Previously Saved Game

Select Load Game and then select the save file.

Saving a Game

Select Save from the main menu (p. 16). You can save either in the field (p. 13) or at certain save points within dungeons and similar areas. You are allowed up to four saved games.

Save Point



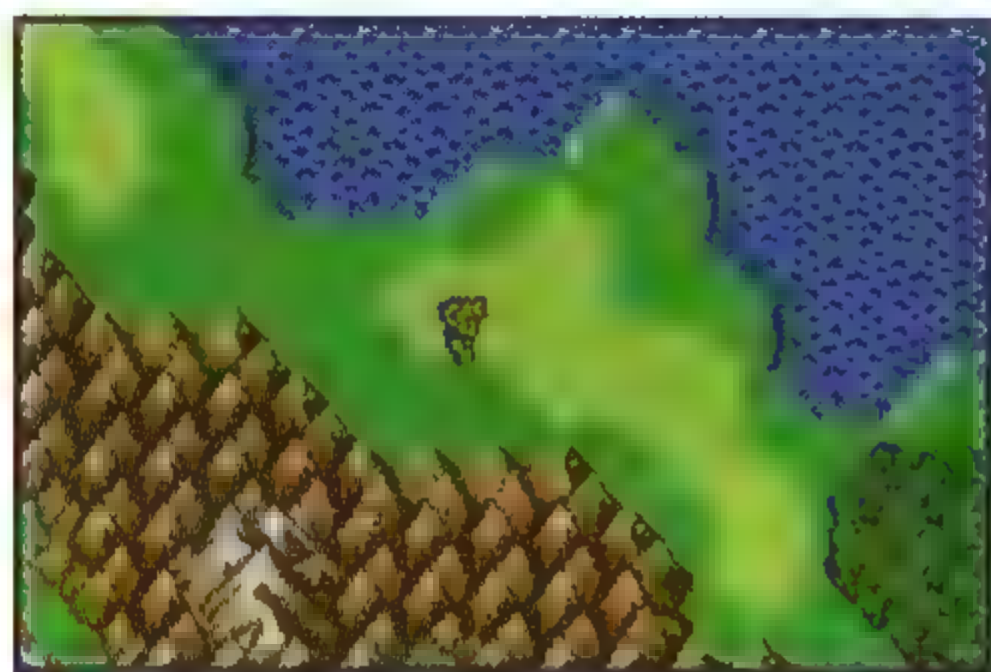
Quicksave

Select Quicksave from the main menu to temporarily save anywhere in the game. To continue, select Continue from the title screen. Remember that when a game is resumed or play is begun with New Game or Load Game, the Quicksave data is discarded.



THE ADVENTURE BEGINS

Your FINAL FANTASY V Advance adventure plays out in three different types of views:



FIELD/ DUNGEON/TOWN

Travel to many places and advance the story from this view. The bulk of the game will be spent here.



MENU [PP. 16-23]

Press START while on the field to open the menu. Here you can check and examine your inventory, adjust equipment or jobs, or customize other settings.



BATTLE [PP. 24-29]

When you encounter monsters on the field or during events, the action will switch to this view. Here you can choose different battle commands in order to fight.

AROUND THE WORLD

The field view is where most of your adventure occurs. Here characters do substantial work — everything from trekking across the world to searching out information in towns and villages. They can also shop here, or rest at an inn.

The Field

Your characters act differently in the field than in dungeons or towns. After you get the world map, you can check your location in the world by pressing the R Button from anywhere in the field.



The Field



Town/Dungeon

All Sorts of Transportation

Here is a brief introduction to some types of transportation you will encounter on your quest. In general, you can board or disembark with the A Button.



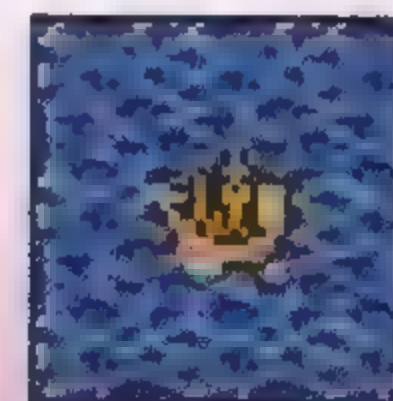
CHOCOBOS

Chocobos run over land much faster than you can travel on foot.



AIRSHIPS

With an airship, the skies are yours. Landing on fields or in deep water is no problem.



BOATS

Sail to faraway lands with a good ship.

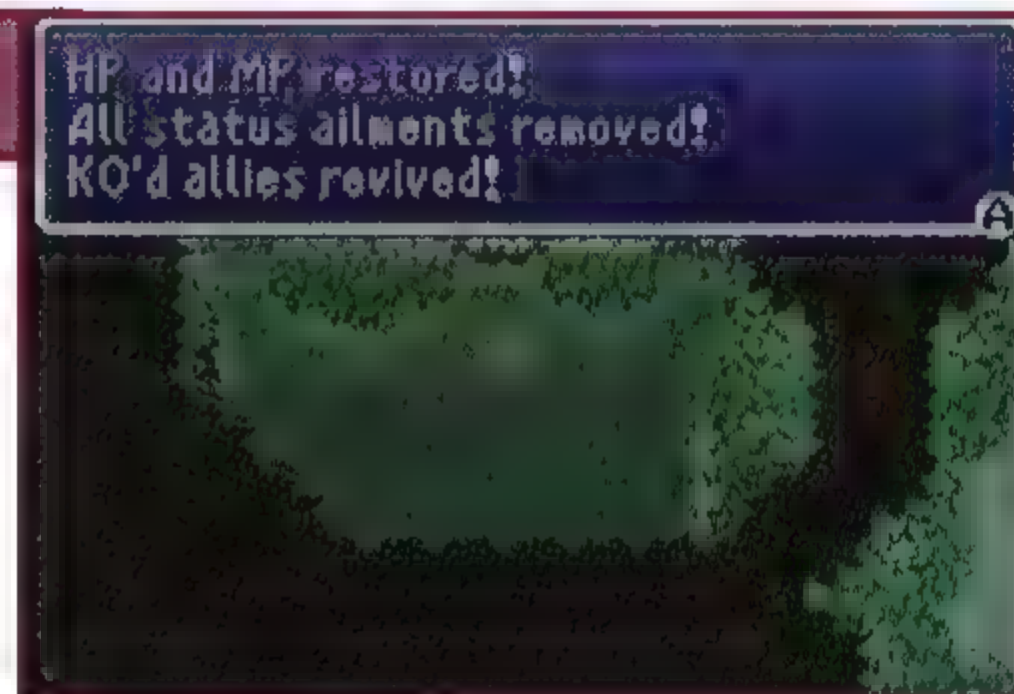
Talking/Examining

Press the A Button to speak to other characters, examine boxes or chests for items, flip switches, or perform any number of other actions. You never know just who or what will yield important information, so you'll use this button a lot!



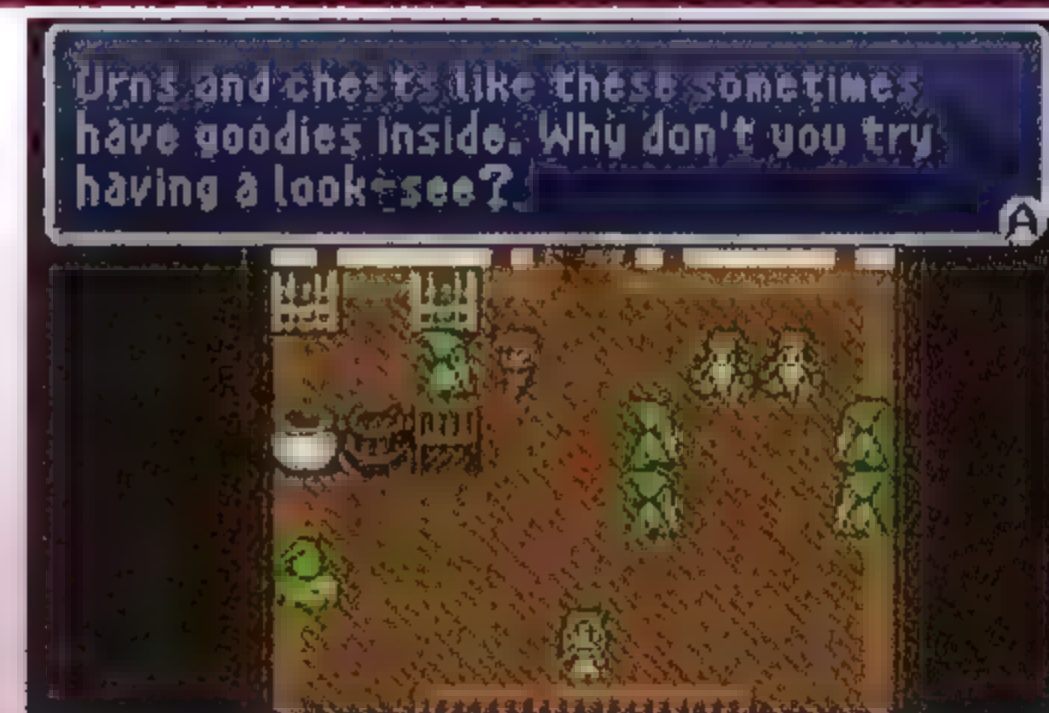
Recovery Springs

Springs with magical properties are scattered around dungeons and towns throughout the world. Drink from a recovery spring to fully restore HP and MP (p. 17), and cure status ailments (p. 29).



The Greenhorn's Club

The Greenhorn's Club is full of great advice for novice adventurers. If you have the chance to visit this special place, definitely take it.



Towns

They say that money makes the world go 'round, and there are plenty of places to spend your hard-earned gil. Resting at an inn will restore HP and MP, as well as cure all status ailments except zombification. Shopkeepers around the world are always willing to sell you the finest new goods, and even buy back old or unneeded equipment.

Inn



Weapons Shop



Armor Shop



Item Shop



Magic Shop



Shopping

Speak to a shopkeeper to open up the shop menu. Choose to buy or sell, and you will be presented with a list of items the shop sells or your own inventory. Select the item you want to purchase (or sell) with the +Control Pad, and confirm with the A Button.

Shop Menu
Purchase items by selecting Buy, or sell inventory with Sell.

Remaining Money (Gil)
18240 Gil

Number of Items Held and Items Currently Equipped
Held: 0
Equip: 2

Equipment Comparison

- Better than currently equipped
- No stat difference
- Worse than currently equipped

Anything caught your eye?		Armor	
Buy	Sell Exit	18240 Gil	
Mythril Shield	690	Held	0
Mythril Helm	550	Equip	2
Plumed Hat	350		
Mythril Armor	700		
Light cap sewn from silk.			

MAIN MENU

Perform various actions such as checking character status, saving your game, and more from the main menu.

Press START while in the field to open the menu. You can check the party's status, use items or magic, select equipment, or change other settings.

Navigating the Menu

The character placed at the top of the menu is who appears as you move around the world. As the game progresses, you will be able to select Jobs and Abilities as well.

The screenshot shows the Main Menu interface with the following sections and callouts:

- Party Members:** A list of four party members with their stats.


Name	Job	LV	HP	MP
Bartz	Knight	LV 2	172	197
Lenna	White Mage	LV 2	100	142
Gaius	Monk	LV 1	176	215
Faris	Black Mage	LV 2	122	122
- Jobs and Abilities:** A list of menu commands including Job, Ability, Item, Magic, Equip, Status, Config, Quicksave, and Save.
- Menu Commands (pp. 18-23):** A callout pointing to the menu commands list.
- Current Location:** A callout pointing to the Ship Graveyard location.
- Time Played:** A callout pointing to the Play time 1:11.
- Money (Gil):** A callout pointing to the Gil 4259.



Party Members

Check characters' levels, HP, MP, current job, and status ailments.

Job Information
 Current job and job level, current ABP/ABP required to level up (p. 32)



HP/Max HP
 HP measures a character's life force. When that character is hurt in battle, HP will decrease.

MP/Max MP
 MP is a measure of a character's magical reserves. As spells are cast, MP will decrease.

Level

In fighting battles, the party will gain experience. Once this combined experience rises to a certain level, a party member will become stronger and more able.

Changing Formation

Press +Control Pad Left on the main menu to move the cursor over party members. Now you can change the party's order, or change the row of specific characters.

Select the character you want to move and press the A Button. Choose another character and press the A Button to switch the characters' positions. Selecting the character you want to move and then pressing the A Button twice will change them from the front row (p. 28) to the back, and vice versa.

Front Row

Back Row

Bartz	Knight	LV 2-	6/	50
		HP	172/	197
		MP	26/	30
Lenna	White Mage	LV 2-	16/	30
		HP	100/	142
		MP	53/	61
Galuf	Monk	LV 1-	19/	30
		HP	176/	215
		MP	20/	23
Faris	Black Mage	LV 2-	15/	30
		HP	122/	122
		MP	51/	55

MENU COMMANDS

An explanation of commands displayed on the main menu.

Item

Select Item to open the inventory, where you can check the numbers and descriptions of items in your possession, as well as use them. You can scroll the inventory list with the L and R Buttons.



The screenshot shows the 'Item' menu with four tabs: 'Use', 'Sort', 'Rare', and 'Item'. The 'Item' tab is selected, displaying a list of items in two columns. The first column lists 'Potion', 'Phoenix Down', 'Antidote', 'Hi-Potion', 'Cottage', 'Speed Shake', 'Shuriken', 'Dagger', and 'Whip'. The second column lists 'Maiden's Kiss', 'Ether', 'Gold Needle', 'Tent', 'Elixir', 'Turtle Shell', 'Thief's Gloves', 'Ashura', and 'Mythril Knife'. Each item has a quantity listed to its right. A cursor is positioned over 'Turtle Shell'. Callouts point to the 'Item Sub-Commands' (the tabs) and the 'Item List' (the item entries).

Item Sub-Commands Press the B Button to move the cursor to the item sub-command list.

Item List Usable items are displayed in white.

Item Sub-Commands

Use	Select items to use them.
Sort	Automatically arrange items by type.
Rare	Special quest items or personal items are kept here.



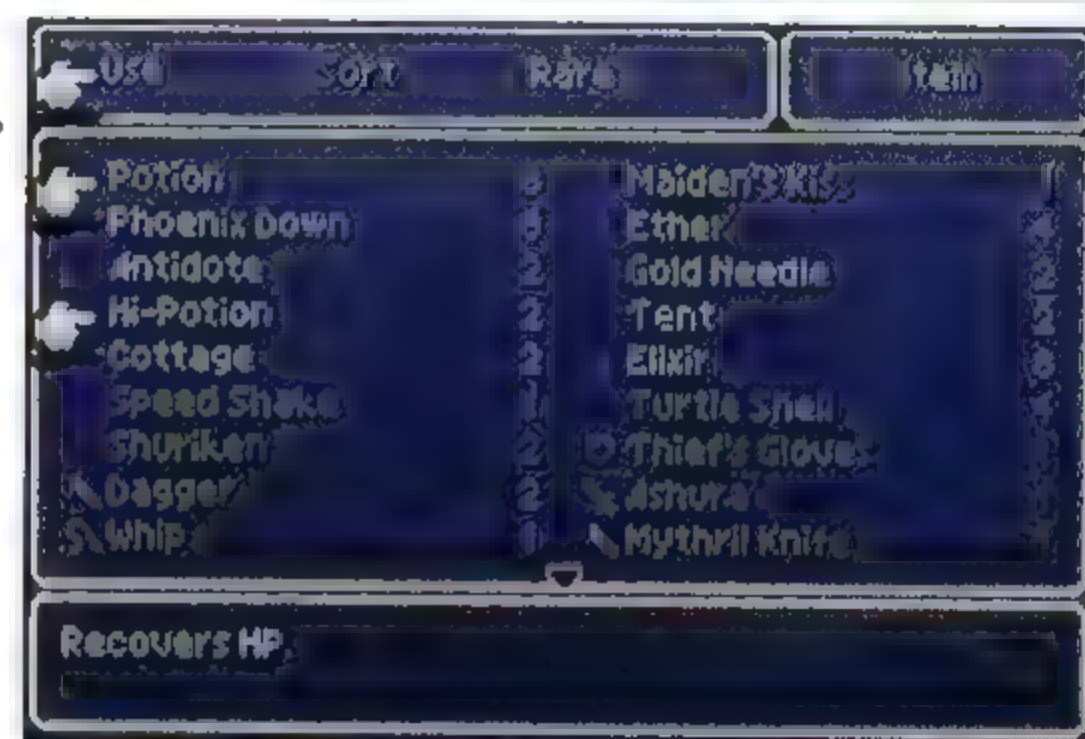
Using Items

Move the cursor to the item you want to use, then press the A Button twice to use it. Depending on the item, you may need to select a target.



Arranging the Inventory

Select an item with the A Button, then move the cursor to the desired position and press the A Button again. This will switch the positions of the two selected items.



Equippable Gear

There are many types of gear that can be equipped by party members.

In the inventory, the different types of gear are indicated by different icons.

WEAPONS



Knife



Sword



Lance



Axe



Knight's
Sword



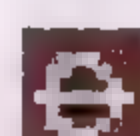
Katana



Rod



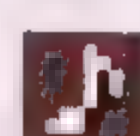
Staff



Bow



Hammer



Harp



Whip



Bell



Ninja
Blade

ARMOR



Shield



Helm



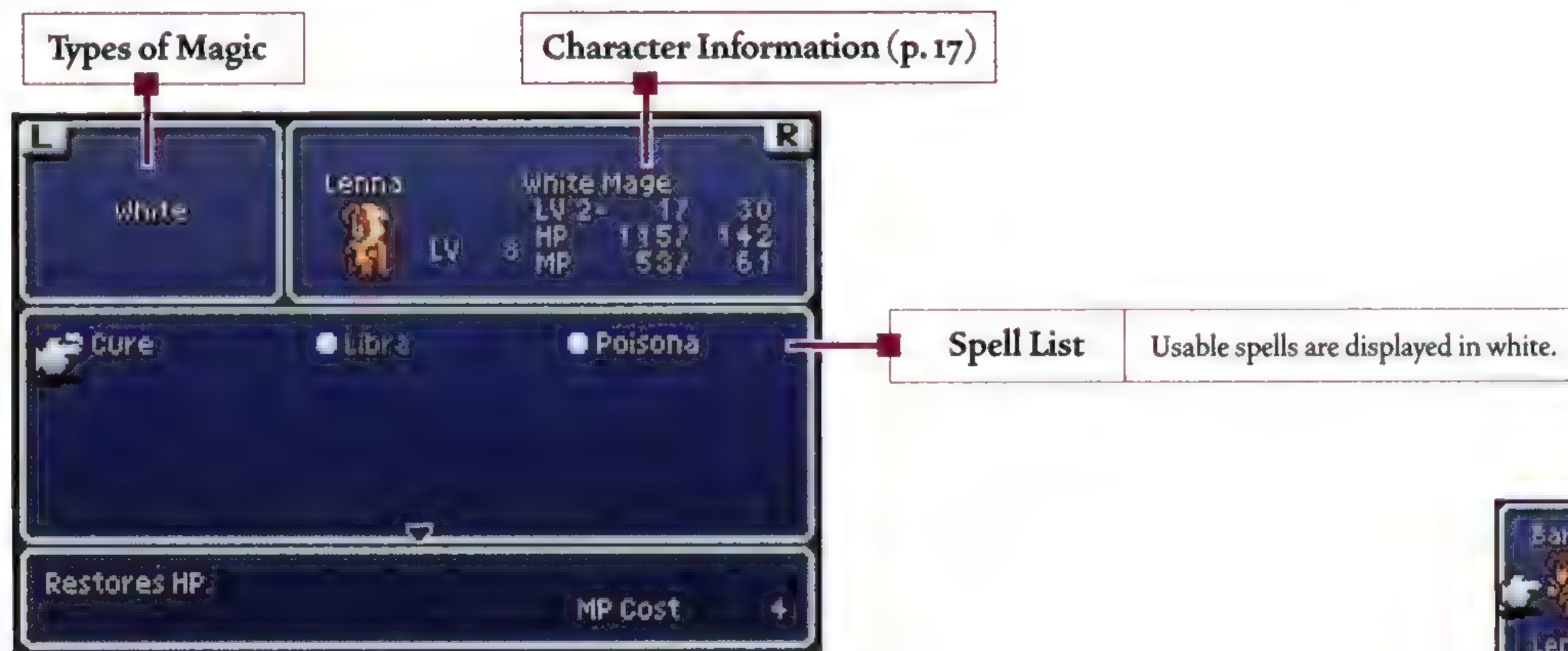
Armor



Accessory

Magic

With this command, you can check the effects of spells you have already learned, or cast spells on the party. Select the type of magic you want to check, then choose the spell you want to use from the spell list. In addition to meeting certain conditions to become a mage, you must obtain spells from magic shops, or find them hidden around the world.



Casting on the Whole Party

Spells can be cast on the entire party. When selecting a target for the spell, press +Control Pad Right to target everyone, then press the A Button to cast.



Equip

Use this screen to equip weapons or armor. The gear a character can equip will change depending on the job and abilities they have set. Except for shields, pieces of armor may or may not be equippable depending on the character's job.

The screenshot shows the Equip screen for a Black Mage character. The interface includes buttons for 'Equip', 'Optimize', 'Unequip', and 'Unequip All' at the top. Below these are sections for 'Right Hand', 'Left Hand', 'Head', 'Body', and 'Accessory'. The 'Body' section shows 'Leather armor' equipped. The 'Accessory' section shows 'Leather Shoes' equipped. A 'Can equip' button is visible. The bottom section displays a list of 'Equippable Gear' including 'Dagger', 'Rod', and 'Knife'. To the right, a 'Stats' table compares the character's current stats with the stats of the currently equipped gear. Callouts point to various elements: 'Currently Equipped Gear' points to the top right; 'Equip Sub-Commands' points to the top buttons; 'Types of Gear the Character Can Equip (p. 19)' points to the 'Can equip' button; 'Stats' points to the stats table; and 'Equippable Gear' points to the gear list.

Stat	Current	Equipped
Strength	18	18
Agility	27	27
Stamina	24	24
Magic	57	58
Attack	14	...
Defense	3	...
Evasion	0	0%
Magic Defense	3	3
Equip Weight	4	4

Equip Sub-Commands

Equip	Select the body part you would like to equip, then select an item. Gear that cannot be equipped will not be displayed.
Optimize	Automatically equips the weapons and armor that provide the highest attack and defense stats.
Unequip	Select the body part you would like to remove equipment from, then press the A Button.
Unequip All	Removes all of the character's equipment.

Status

Check characters' strength, levels, experience points, and more.



Press the A Button to view more information on a character.



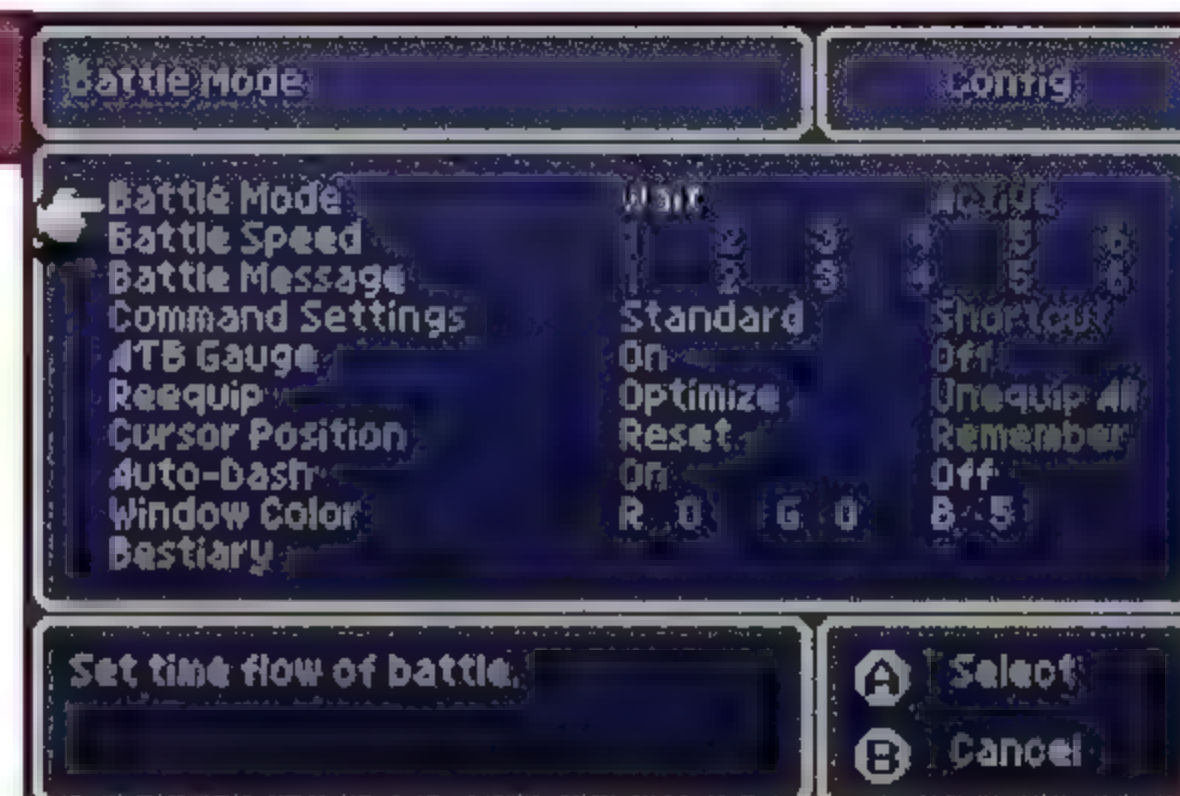
Stats

Stats change depending on the character's level, job, and currently equipped items.

Strength	Influences the effectiveness of physical attacks.
Agility	Speed at which characters take action in battle.
Stamina	Influences the amount of damage taken from physical attacks.
Magic	Level of magical strength; influences the effectiveness of spells.
Attack	Influences the damage by physical attacks.
Defense	Defensive strength against physical attacks.
Evasion	Probability of evading an attack.
Magic Defense	Defensive strength against magical attacks.
Weight	Equipment weight; influences the character's agility.

Config

The Config menu lets you change many system settings, such as battle mode, message speed, or window color.



Quicksave

Choose the Quicksave option (p. 11) to temporarily suspend your game.



Save

Save game data. This can only be done in the field (p. 13) or at save points (p. 11).



BATTLE VIEW

When attacked by enemies in dungeons or in the field, you will be taken to this screen to fight. Choose from different commands to fight your way to victory.

Battle

After entering battle, each character has a gauge that rises according to their agility stats. Enter commands in the order each character's gauge is filled. Enemies can continue to attack while you select commands, spells, or items.

You can stop the passage of time during command selection by changing the Battle Mode setting in the Config menu to Wait.



Allies' HP and
ATB Gauge

Gauges will fill faster for characters with higher agility (p. 22).

Battle Commands (pp. 26-28)

Enemy Name

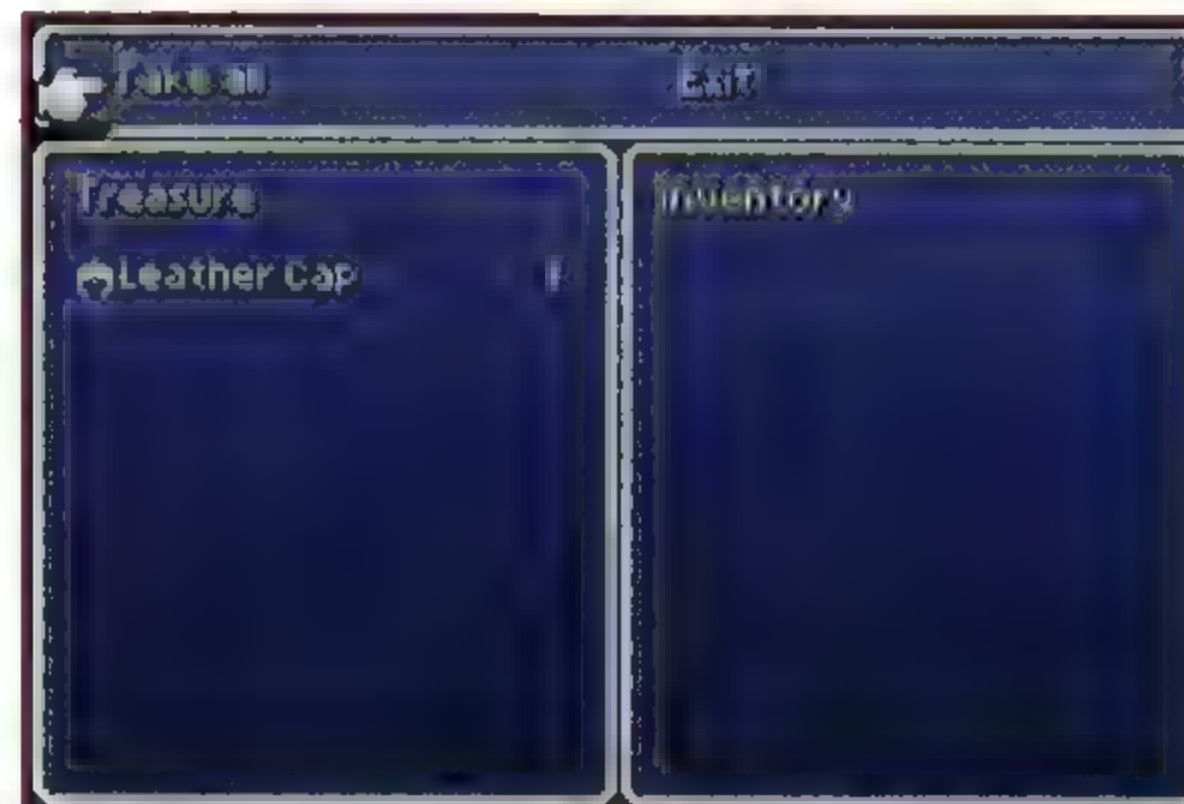
Ending a Battle

Battles end when all enemies have been defeated, all enemies have fled, or the party has fled. Winning battles can earn the party money (gil), experience points, ability points (p. 30), or even items.



Treasure

Sometimes defeated enemies drop treasure. Choose to Take All treasures or Exit the menu.



Game Over

The game ends when the entire party is KO'd, petrified, or zombified (p. 29). You will have to restart from the last place you saved, so be sure to save often.



BATTLE COMMANDS

A description of basic commands used in battle.

Attack

Attack the enemy with the currently equipped weapon. If nothing is equipped, a barehanded attack will be performed. You can select a target for your attack.



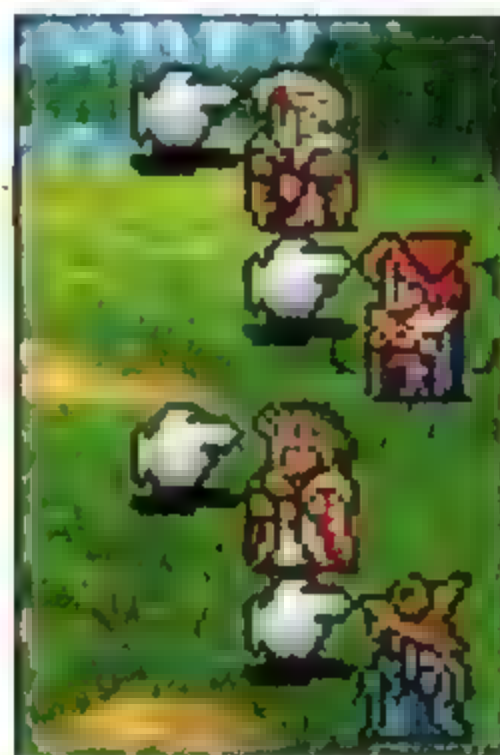
Specialized Commands

Different jobs (p. 30) and abilities (p. 32) will cause different commands to become available (for example, Summon, Jump, or Steal).



Selecting All

Some specialized commands, such as Magic, can be performed on all allies or all enemies. When choosing a target, continue to press the +Control Pad until all enemies or all allies are selected.



Item

Use items or change equipment. Select the item or weapon to use, then select the target.



Changing Weapons During Battle

Select Item, and the inventory will be displayed. Press +Control Pad Up to display the equipment area, then select the gear you would like to remove with the A Button. Select the weapon you would like to equip, and confirm with the A Button.



Special Encounters

Some enemy encounters may feature different positioning, such as preemptive strikes or back attacks. In a preemptive strike, the party's ATB gauges (p. 24) will be filled from the start. In a back attack, the party will be caught from behind, meaning the back row will be in front (p. 28), and vice versa.



Defend

Press +Control Pad Right when selecting a command, and the Defend option will appear. Press the A Button, and characters will brace themselves against physical attacks.

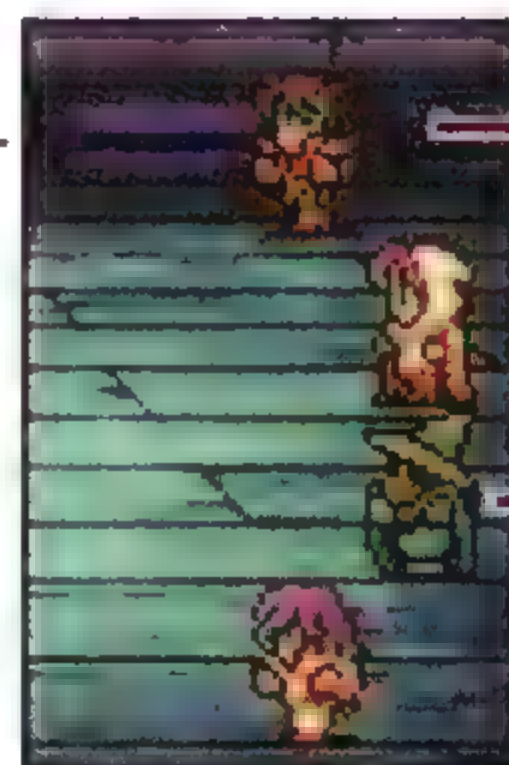
Row

Press +Control Pad Left when selecting a command, and the Row option will appear. Pressing the A Button will switch that character's row.



Front Row and Back Row

Characters in the front row will deliver stronger blows, but take more damage. Characters in the back row will take less damage, but inflict weaker blows.



Front Row

Back Row

Fleeing

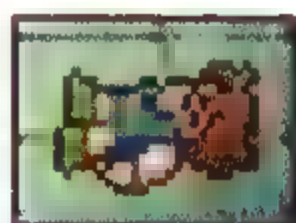
Press and hold the L and R Buttons in battle to run away. However, you cannot run from certain battles, so look out!



Status Ailments

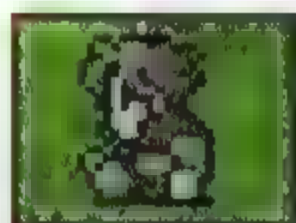
When hit by enemies' special attacks, you may suffer one or more of the status ailments listed below. They can be cured with items or magic, and some fade after battle.

Do not subside after battle



KO

HP falls to zero; cannot act until restored.



PETRIFY

Turned to stone, unable to move.



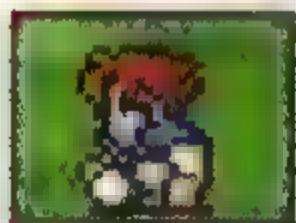
TOAD

Attack and defense decrease; can't cast any spell but "Toad."



MINI

Attack and defense decrease.



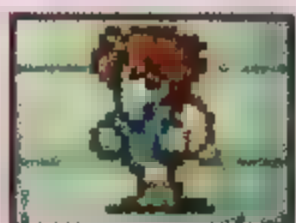
POISON

HP gradually falls.



DARKNESS

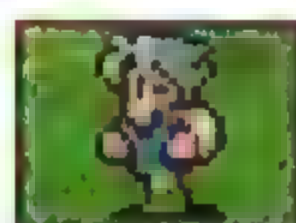
Vision worsens; physical attacks more likely to miss.



ZOMBIE

Become undead; attack allies.

Subside after battle



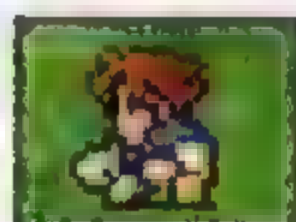
AGING

Stats fall little by little.



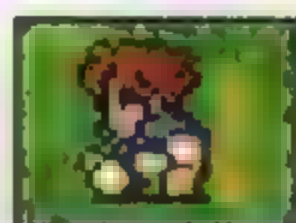
SILENCE

Unable to use magic other than Blue Magic.



SLEEP

Fall asleep; cannot act until awakened.



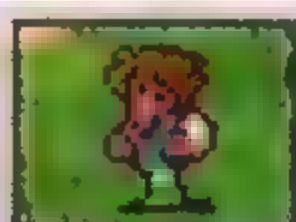
PARALYZE

Cannot move; unable to act.



CONFUSE

Commands not accepted; may attack allies or heal enemies.



BERSERK

Commands not accepted; repeatedly perform physical attacks.

JOBS & ABILITIES

An explanation of jobs, abilities, and the job system.

Why Get a Job?

Jobs describe the type of warrior a particular character is. Depending on the job a character has set, they gain different commands and abilities. For more on the different jobs and their special abilities, please see pages 34-41.

ABP and Job Levels

When a job other than freelancer is set, ability points (ABP) will be gained by winning battles. Once enough ABP have been gained, the character's job level will increase, earning that character new abilities (p. 32).

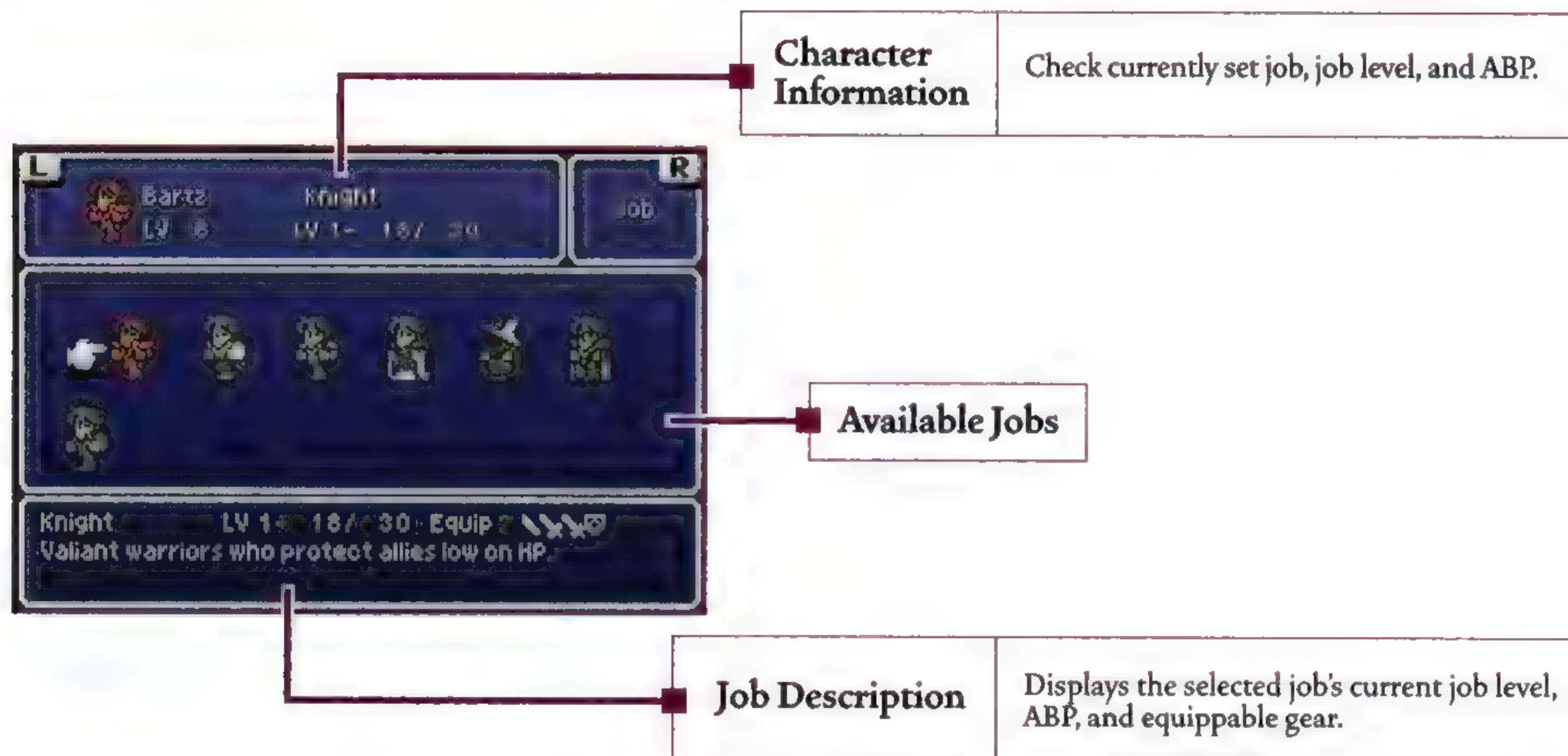


Job Commands and Specialties

Each job has a specialized command (p. 26) that can be used in battle, as well as special abilities inherent to that job. These commands and inherent abilities are learned as jobs level up, and then can be used even while a different job is set. Not all inherent abilities can be learned.

The Job Screen

Choose Job from the main menu (p. 16) and select a character to open the Job screen.



Changing Jobs

Characters' jobs are changed on the Job screen. Choose a job from the list. The gear characters can equip changes depending on their job and abilities, so once a new job is selected, you will automatically be taken to the Ability screen (p. 32), and then to the Equip screen (p. 21).

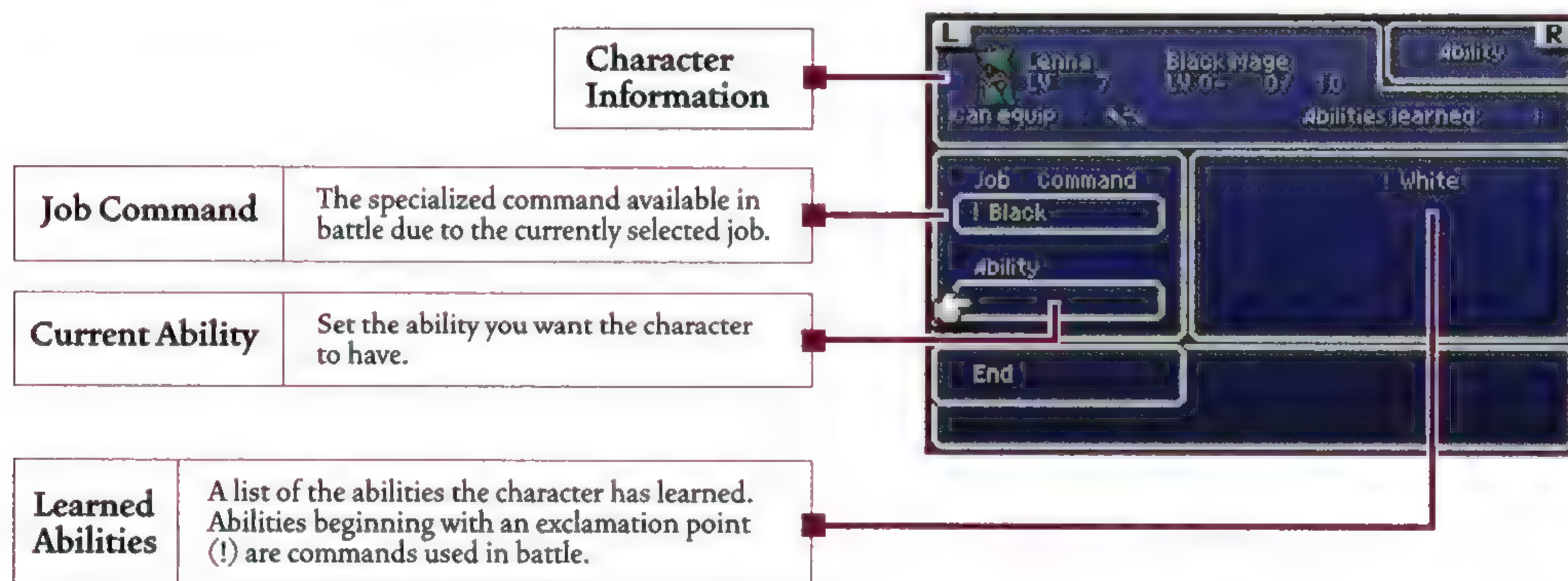
What's an Ability?

Each job has special abilities inherent to it. As a job's level increases, characters begin learning those abilities, and can use abilities separate from their respective jobs. Once an ability is learned, it can be set onto a job through the Ability screen.

Some jobs have more learnable abilities than others.

The Ability Screen

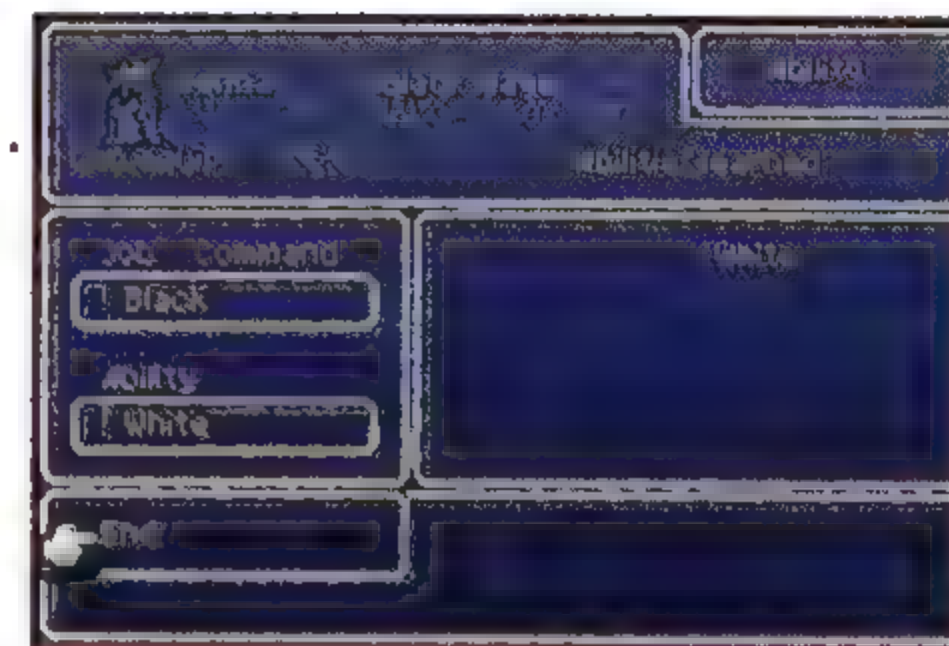
Choose Ability from the main menu, and select a character. You can then set abilities for that character.





Setting Abilities

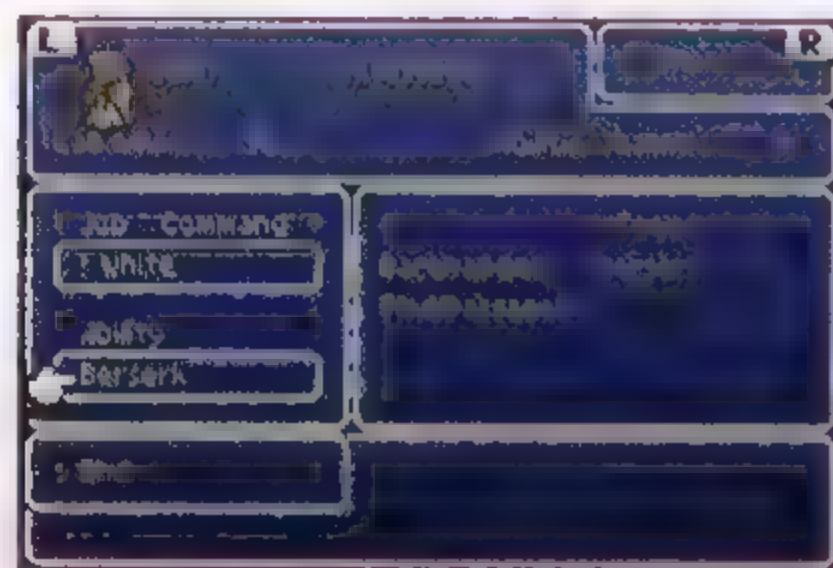
After selecting an ability from the list, move the cursor to End.



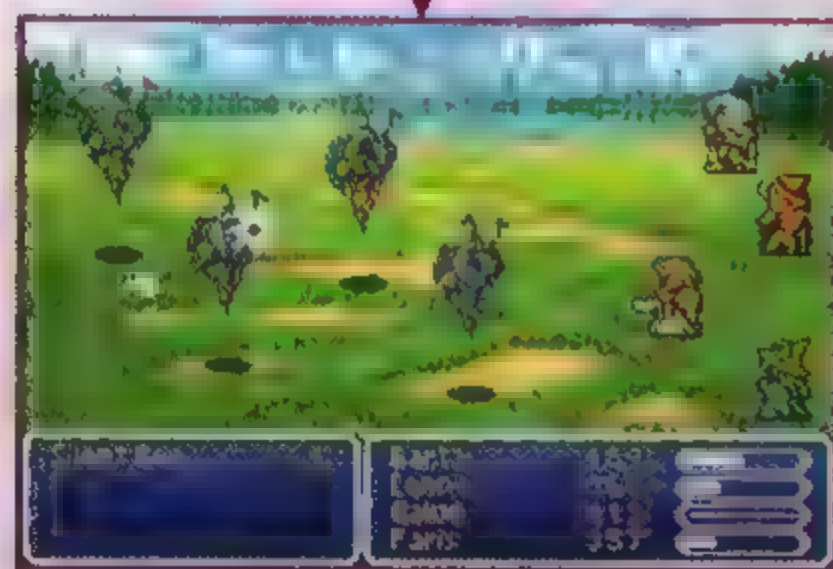
Ready, Willing, but Unable...

While all abilities are helpful, some combinations of jobs and abilities or abilities and commands may cancel each other out, or even be harmful to the character. Pay close attention to the effects of abilities when setting them!

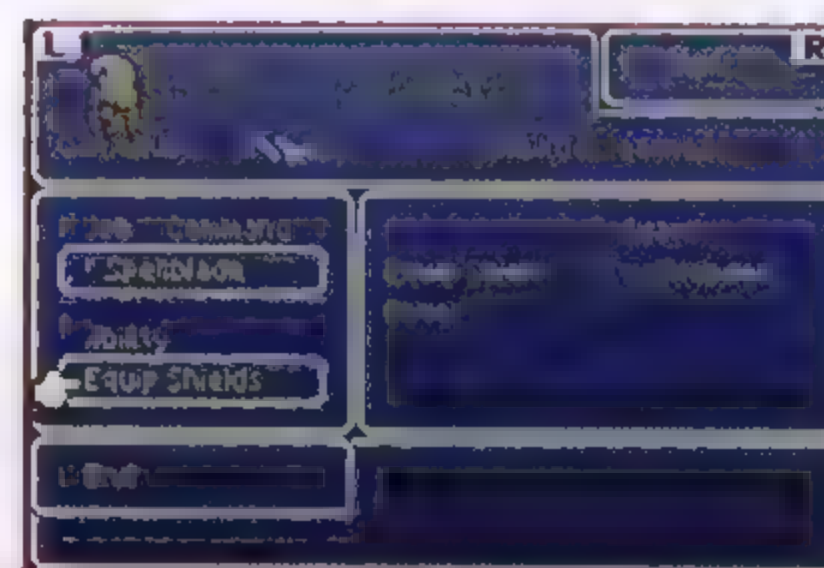
You can set the ability "Berserk" on a white mage, but...



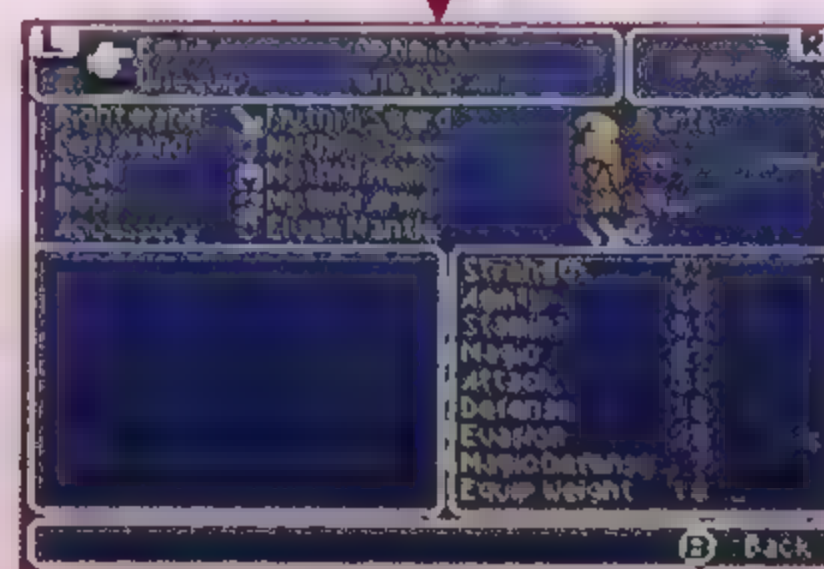
...since they're berserk in battle, they won't be able to use magic at all!



You can set the ability "Equip Shields" on a mystic knight, but...



...mystic knights can already equip shields, so there's no point!



JOB LIST

A brief introduction to the different jobs and their inherent abilities. Though you begin the game as a freelancer, more jobs will become available to you as your quest progresses.*

FREELANCER



Jacks-of-all-trades, freelancers are what all characters start out as. They have no particular specialization, but can equip any type of weapon or armor.

Freelancers do not gain job levels.

KNIGHT



Skilled with a sword, knights maintain a balance between attacking and protecting allies.

Job Command: Guard

Specialty: Cover

- | | | |
|----------|-------------------|--|
| 1 | Cover | Protect allies with low HP. |
| 2 | Guard | Absorb the damage of a physical attack. |
| 3 | Two-Handed | Wield a weapon with two hands to double attack power (shields cannot be equipped). |

* This guide only includes abilities learned by job level 3. For further abilities, you'll have to play the game and find out for yourself!

MONK



Masters of unarmed combat, monks possess an awesome destructive force.

Job Command: Kick

Specialties: Counter, Barehanded

- 1 Focus** Focus energies for one round to deliver a blow that is twice as powerful.
- 2 Barehanded** When unarmed, the character's strength becomes equal to a monk's.
- 3 Chakra** Healing energies recover HP and cleanse the body of darkness and poison.

THIEF



Swift and agile, thieves learn many abilities that are useful in your quest.

Job Command: Steal

Specialties: Find Passages, Artful Dodger, Sprint

- 1 Find Passages** Detect hidden passageways.
- 2 Flee** Quickly escape from battle. You may be unable to escape from some enemies.
- 3 Sprint** Hold down the B Button and the +Control Pad to move faster in towns and dungeons.

DRAGOON



Known for their high jumps and attacks from above, dragoons suffer no penalties when attacking from the back row.

Job Command: Jump

Specialty: None

- 1 Jump** Jump high into the air to attack from above.
- 2 Lance** Steal enemies' HP and MP.
- 3 Equip Lances** Gain the ability to wield lances. Additionally, the character's strength becomes equal to a dragoon's.

NINJA



Fast and sneaky, ninja are skilled at taking enemies by surprise. They can wield two weapons at once.

Job Command: Throw

Specialties: Dual-Wield, First Strike

- | | |
|--|---|
| <ol style="list-style-type: none"> 1 Smoke 2 Image 3 First Strike | <p>Use the resulting confusion of a smoke bomb to escape from enemies.</p> <p>Create an illusory copy to absorb two hits.</p> <p>Increase the chance of having preemptive strikes in random encounters.</p> |
|--|---|

SAMURAI



Samurai are skilled enough with their katana to stop and divert physical attacks.

Job Command: Zeninage

Specialty: Shirahadori

- | | |
|---|--|
| <ol style="list-style-type: none"> 1 Mineuchi 2 Zeninage 3 Shirahadori | <p>Hit enemies with the dull side of the blade to stun them.</p> <p>Throw gil to harm all enemies.</p> <p>Catch and stop some enemy attacks, completely preventing damage.</p> |
|---|--|

BERSERKER



In a constant rage, berserkers refuse all commands. However, the strength of their attacks is unmatched.

Job Command: None

Specialty: Berserk

- | | |
|---|--|
| <ol style="list-style-type: none"> 1 Berserk 2 Equip Axes | <p>Always have berserk status in battle.</p> <p>Gain the ability to wield axes. Additionally, the character's strength becomes equal to a berserker's.</p> |
|---|--|

RANGER



Ace archers, rangers lose no attack power when armed with a bow in the back row.

Job Command: Aim

Specialty: None

- | | | |
|---|------------|--|
| 1 | Animals | Call upon friendly wildlife for aid. |
| 2 | Aim | Increases accuracy of attacks. |
| 3 | Equip Bows | Gain the ability to use bows. Additionally, the character's strength and agility become equal to a ranger's. |

MYSTIC KNIGHT



Mystic knights enchant blades with different spells. They can also create a barrier to weaken enemy magic attacks.

Job Command: Spellblade

Specialty: Magic Shell

- | | | |
|---|----------------|--|
| 1 | Magic Shell | Automatically cast Shell when near KO. |
| 2 | Spellblade LV1 | Enchant weapons with level 1 spells. |
| 3 | Spellblade LV2 | Enchant weapons with level 2 spells. |

WHITE MAGE



White mages use their powers to heal and buff allies.

Job Command: White

Specialty: None

- | | | |
|---|-----------|--------------------------|
| 1 | White LV1 | Use level 1 white magic. |
| 2 | White LV2 | Use level 2 white magic. |
| 3 | White LV3 | Use level 3 white magic. |

BLACK MAGE



From summoning raging fires to calling forth thunder from the skies, black mages have many destructive spells at their command.

Job Command: Black

Specialty: None

- 1 Black LV1 Use level 1 black magic.
- 2 Black LV2 Use level 2 black magic.
- 3 Black LV3 Use level 3 black magic.

TIME MAGE



Masters of time and space, time mages learn spells that bend the laws of nature to their will.

Job Command: Time

Specialty: None

- 1 Time LV1 Use level 1 time magic.
- 2 Time LV2 Use level 2 time magic.
- 3 Time LV3 Use level 3 time magic.

SUMMONER



Summoners are able to call magical beings and harness their powers.

Job Command: Summon

Specialty: None

- 1 Summon LV1 Use level 1 summons.
- 2 Summon LV2 Use level 2 summons.
- 3 Summon LV3 Use level 3 summons.

BLUE MAGE



With the ability to learn monsters' special skills, blue mages are unique casters.

Job Command: Blue

Specialty: Learning

- | | | |
|---|----------|---|
| 1 | Check | See an enemy's current HP and weak point. |
| 2 | Learning | Get hit by an enemy's special attack to learn it as blue magic. |
| 3 | Blue | Perform learned enemy skills. |

RED MAGE



Able to learn both white and black magic spells, red mages can wield blades as well, making them versatile fighters.

Job Command: Red

Specialty: None

- | | | |
|---|---------|-------------------------------------|
| 1 | Red LV1 | Use level 1 white and black spells. |
| 2 | Red LV2 | Use level 2 white and black spells. |
| 3 | Red LV3 | Use level 3 white and black spells. |

BEASTMASTER



Often wielding whips, beastmasters can capture and control monsters.

Job Command: Catch (Release)

Specialty: None

- | | | |
|---|-------------|--|
| 1 | Calm | Calm monsters so they are less likely to attack. |
| 2 | Control | Manipulate monsters to attack other enemies. |
| 3 | Equip Whips | Gain the ability to use whips; additionally, the character's strength and agility become equal to a beastmaster's. |

CHEMIST



In addition to gaining twice the benefit of curative items, chemists can mix new, helpful medicines.

Job Command: Drink

Specialty: Pharmacology

- | | | |
|---|--------------|---|
| 1 | Pharmacology | Gain twice the benefit when drinking potions or ethers. |
| 2 | Mix | Combine two items to create a new one. |
| 3 | Drink | Consume helpful potions meant for chemists. |

GEOMANCER



Geomancers harness the power of nature to perform spectacular feats.

Job Command: Gaia

Specialties: Light Step, Find Pits

- | | | |
|---|------------|---|
| 1 | Gaia | Call upon the forces of nature to attack based on current location. |
| 2 | Light Step | Avoid taking damage on floors covered in lava, etc. |
| 3 | Find Pits | Backpedal before falling into holes in the floor. |

BARD



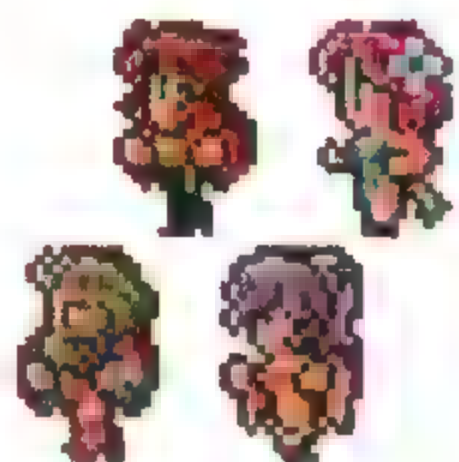
With harps and songs, bards create tunes that inspire mysterious effects.

Job Command: Sing

Specialty: None

- | | | |
|---|-------------|---|
| 1 | Hide | Avoid damage by hiding out of sight. |
| 2 | Equip Harps | Become able to use harps; additionally, the character's agility and magic become equal to a bard's. |
| 3 | Sing | Perform songs during battle to inspire different effects. |

DANCER



In addition to stunning crowds with their smooth moves, dancers can equip special items no one else can.

Job Command: Dance

Specialty: Learning

- | | | |
|---|---------------|---|
| 1 | Flirt | Charm enemies into not attacking. |
| 2 | Dance | Perform one of a number of dances with different effects. |
| 3 | Equip Ribbons | Become able to equip items meant for dancers. |

MIME



Mimics can copy the actions of others down to the last detail.

Job Command: Mimic

Specialty: None

- | | | |
|---|-------|--|
| 1 | Mimic | Perform the same action as the previously acting ally. |
|---|-------|--|



SPELL LIST

This is only a selection of the wide variety of spells available in the game. During your quest, you will encounter many more spells, so make sure to keep an eye out for them!

White Magic	Level 1	Cure	Restores HP.
		Libra	Determines target's HP, MP, and weakness.
		Poisona	Cures poison.
	Level 2	Silence	Causes silence.
		Protect	Reduces physical damage received.
		Mini	Inflicts mini on target or restores state.
	Level 3	Cura	Restores HP.
		Raise	Revives target.
		Confuse	Causes confusion.
Black Magic	Level 1	Fire	Deals fire damage (minimal).
		Blizzard	Deals ice damage (minimal).
		Thunder	Deals lightning damage (minimal).
	Level 2	Poison	Causes poison.
		Sleep	Causes sleep.
		Toad	Inflicts toad on target or restores state.
	Level 3	Fira	Deals fire damage.
		Blizzara	Deals ice damage.
		Thundara	Deals lightning damage.

Time Magic	Level 1	Speed	Hastens the pace of the battle.
		Slow	Slows the passing of time for one enemy.
		Regen	Gradually restores HP.
	Level 2	Mute	Silences all allies and enemies.
		Haste	Hastens the passing of time for one ally.
		Float	Levitates target.
	Level 3	Gravity	Halves target's HP.
		Stop	Causes time to stop, halting target's actions.
		Teleport	Warps party out of dungeon or out of battle.
Summon Magic	Level 1	Chocobo	Calls a chocobo to kick an enemy.
		Sylph	Summons a wind that harms enemies and recovers the HP of allies.
		Remora	Stops enemies.
	Level 2	Shiva	Attacks enemies with an icy blizzard.
		Ramuh	Strikes enemies with strong bolts of lightning.
		Ifrit	Burns enemies with the flames of hell.
	Level 3	Titan	Triggers an earthquake that affects all enemies.
		Golem	Absorbs damage from physical attacks.
		Catoblepas	Turns enemies to stone.
Blue Magic	Level 5 Death		Casts Death upon enemies whose levels are multiples of 5.
	Flash		Inflicts enemies with darkness.
	Transfusion		Sacrifices caster to completely restore an ally's HP and MP.
	Vampire		Steals HP from an enemy.
	Self-Destruct		Caster explodes, damaging an enemy.
	Doom		Curses one enemy to die in 30 seconds.

NOTES



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